

ABSTRACT

A dynamic reconfigurable interconnect network architecture in a logic simulation system that interconnects a plurality of simulation engines together, providing a high degree of interconnectivity in an efficient manner. The logic simulation system may create and manage linkable sub-programs for execution by a simulation engine. The logic simulation system may schedule various tasks in a design to be simulated, including horizontal and vertical partitioning of the design and determination of an order in which events such as clock edges and asynchronous signals are to be implemented by a logic simulation system.